

KITKORP

FOR HORIZONTAL MONITOR GAMES

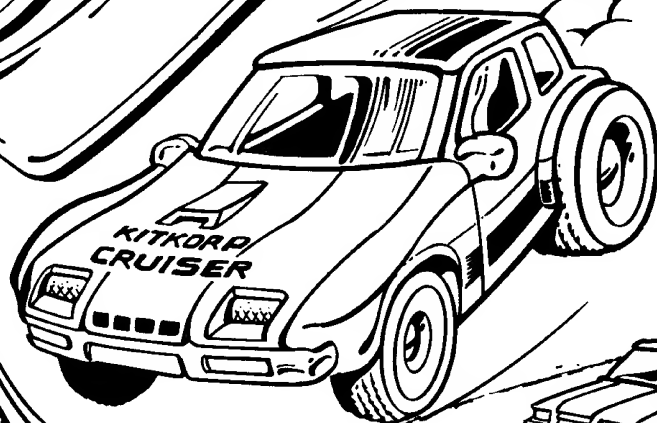
**VISIT YOUR
FAVORITE
CITY!!**

LET'S GO

CRASH

TM

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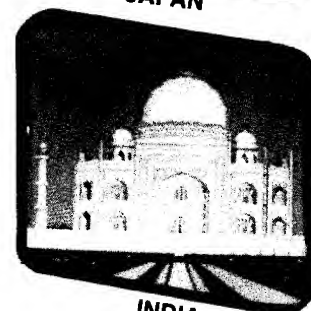
FRANCE



ENGLAND



JAPAN



INDIA

**The Complete
Kit Includes**

PC Boards
Marquee Plexi
Bold Side Graphics
Control Panel Graphics
Universal Wiring Harness
Joystick, Buttons & Mounting
Hardware
FCC Required Enclosure
Instruction Manual

KITKORP

2250 Elmhurst Rd.
Elk Grove, IL 60007 • (312) 228-0451
Fax: (312) 228-1563 • Telex: 206424 Kitkorp

INSTALLATION

Cruisin' requires a cabinet with a horizontally-mounted rasterscan monitor, a power supply with +5V and +12V sources, and a control panel with mounting holes for a 4-way joystick and *four* buttons. There are two "OIL" buttons and two "JUMP" buttons. The "OIL" button doubles as 1-player start and the "JUMP" button doubles as 2-player start. Separate buttons for 1 and 2 player start are not needed. If you wish to use separate buttons for these, you will need to add two wires to the edge connector (see diagram).

1. Remove existing game wiring harness, leaving the AC wiring intact.
2. Remove all buttons and joysticks from existing control panel. Refer to the Control Panel Layout diagram in this manual. Apply the Cruisin' overlay and cut out the holes before you install the Cruisin buttons and joystick. Apply control panel decals.
3. Install the Cruisin' Universal Wiring Harness. Refer to the edge connector diagram for game wiring.
4. Install Cruisin' Marquee and Side Decals.

USER INFORMATION

WARNING

F.C.C. REGULATION COMPLIANCE

THE P.C. BOARD CAGE SUPPLIED WITH THIS CONVERSION KIT MUST BE UTILIZED AND TERMINATED TO GROUND AT THE TIME OF INSTALLATION.

THIS IS TO AVOID RADIO FREQUENCY RADIATION AND COMPLY WITH THE LIMITS FOR A CLASS "A" COMPUTING DEVICE PURSUANT TO SUBPART "J" OF PART 15 OF F.C.C. RULES, WHICH ARE DESIGNED TO PROVIDE REASONABLE PROTECTION AGAINST SUCH INTERFERENCE WHEN OPERATED IN A COMMERCIAL ENVIRONMENT.

OPERATION OF THIS EQUIPMENT IN A RESIDENTIAL AREA IS LIKELY TO CAUSE INTERFERENCE — IN WHICH CASE, THE USER AT HIS OWN EXPENSE, WILL BE REQUIRED TO TAKE WHATEVER MEASURES MAY BE REQUIRED TO CORRECT THE INTERFERENCE.

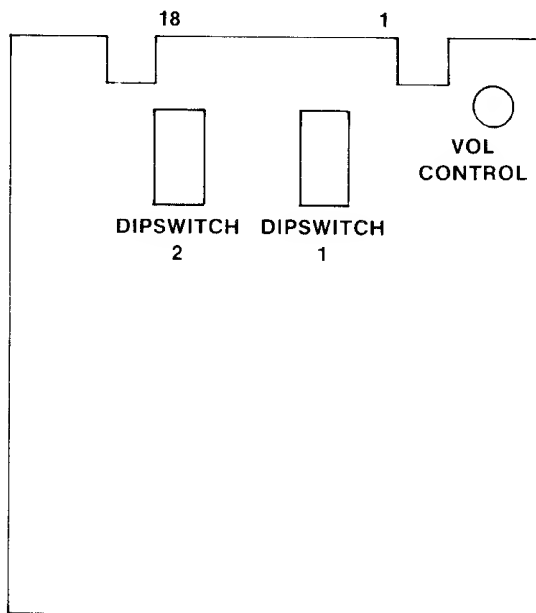
PARTS SIDE

SOLDER SIDE

| | | | | | |
|-------------|------------|----|---|---------------|-------------|
| BLK | GND | 1 | A | GND | BLK |
| BLK | GND | 2 | B | GND | BLK |
| | | 3 | C | | |
| WHT-BLK | SPKR+ | 4 | D | SPKR- | BLK |
| RED-BLK | +5V | 5 | E | +5V | RED-BLK |
| | | 6 | F | | |
| WHT (TO 15) | 1P START** | 7 | H | 2P START** | WHT (TO 16) |
| YEL | COINSWITCH | 8 | J | | |
| | | 9 | K | | |
| ORN | +12V | 10 | L | | |
| YEL-BLK | 1P UP | 11 | M | | |
| WHT-RED | 1P DOWN | 12 | N | | |
| VIO | 1P RIGHT | 13 | P | | |
| WHT-GRN | 1P LEFT | 14 | R | | |
| GRY | | | | | |
| WHT (TO 7) | 1P OIL* | 15 | S | | |
| WHT-BLU | 1P JUMP** | 16 | T | | |
| RED | VID RED | 17 | U | VID BLU | BLU |
| GRN | VID GRN | 18 | V | NEG COMP SYNC | WHT |

*PIN 15 IS JUMPERED TO PIN 7

**PIN 16 IS JUMPERED TO PIN H.

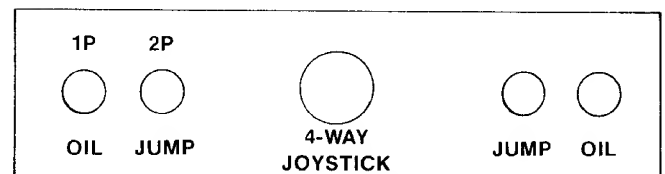


DIPSWITCH 1

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|-----------------------|-----|-----|-----|-----|-----|-----|-----|-----|
| 3 CARS | ON | ON | | | | | | |
| 4 CARS | OFF | ON | | | | | | |
| 5 CARS | ON | OFF | | | | | | |
| UNLIMITED CARS | OFF | OFF | | | | | | |
| NOT USED | | | OFF | OFF | OFF | | | OFF |
| ATTRACT MODE SOUND | | | | | | ON | | |
| NO ATTRACT MODE SOUND | | | | | | OFF | | |
| COCKTAIL MODE | | | | | | | OFF | |
| UPRIGHT MODE | | | | | | | ON | |

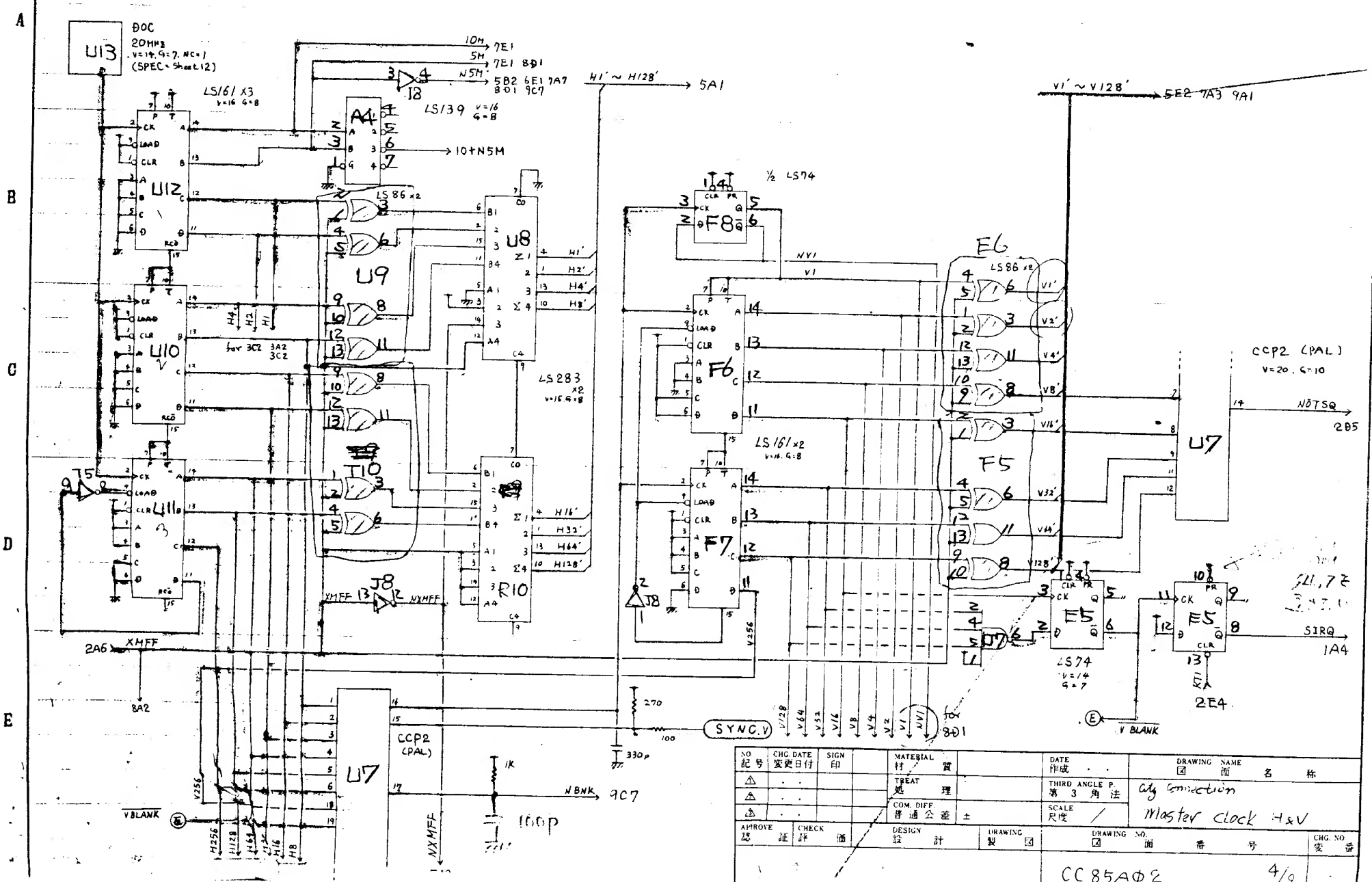
DIPSWITCH 2

| | 1 | 2 | 3 | 4 | 5 | 6 | 7 | 8 |
|------------------|-----|-----|-----|-----|-----|-----|-----|-----|
| COINS/CREDIT 1/1 | ON | ON | ON | | | | | |
| 1/2 | OFF | ON | ON | | | | | |
| 1/3 | ON | OFF | ON | | | | | |
| 1/4 | OFF | OFF | ON | | | | | |
| 2/1 | ON | ON | OFF | | | | | |
| 3/1 | OFF | ON | OFF | | | | | |
| 4/1 | ON | OFF | OFF | | | | | |
| 5/1 | OFF | OFF | OFF | | | | | |
| EASY | | | | OFF | | | | |
| HARD | | | | ON | | | | |
| NOT USED | | | | | OFF | OFF | OFF | |
| SCREEN | | | | | | | | OFF |
| INVERT | | | | | | | | ON |



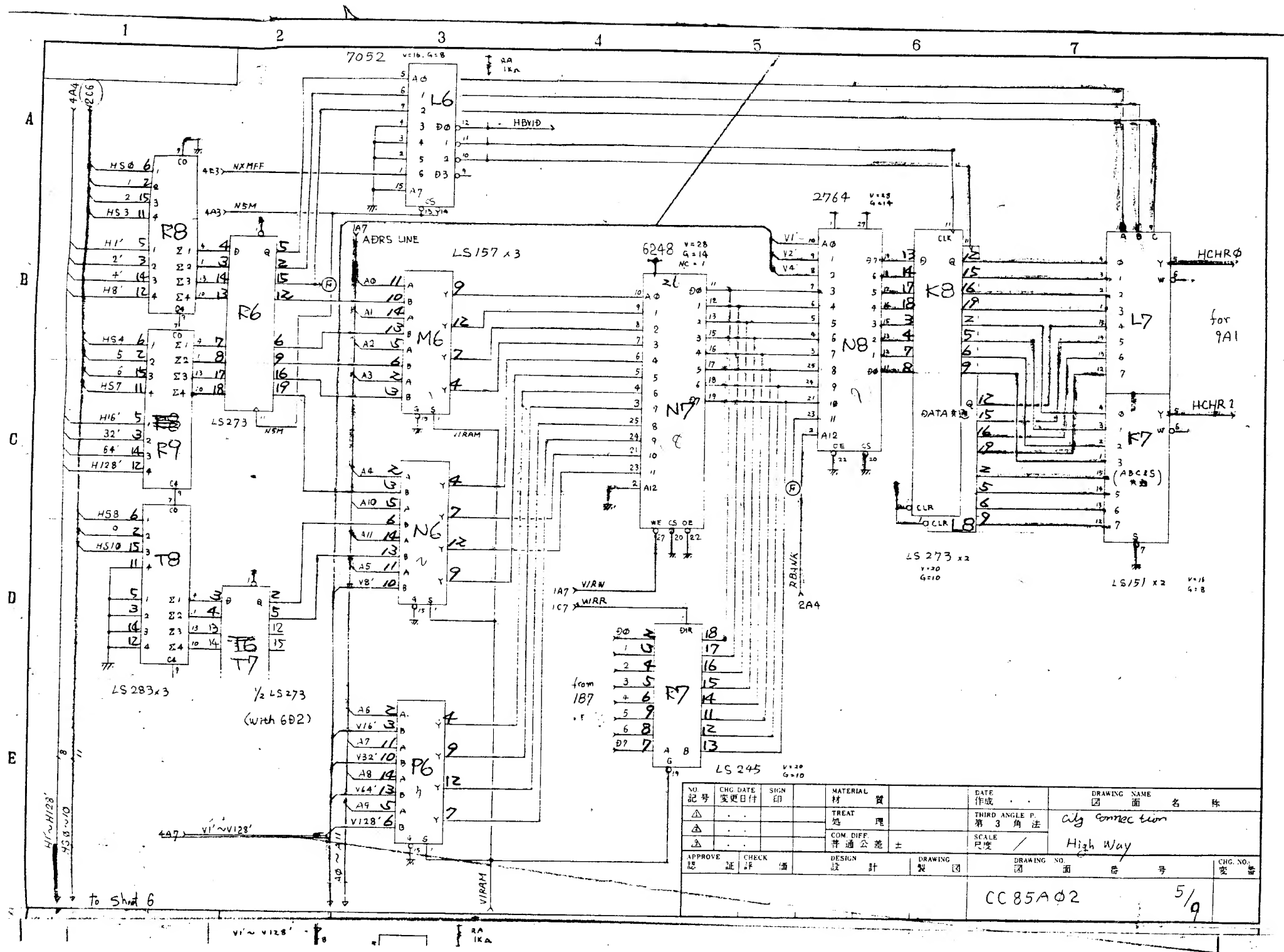


1 2 3 4 5 6 7

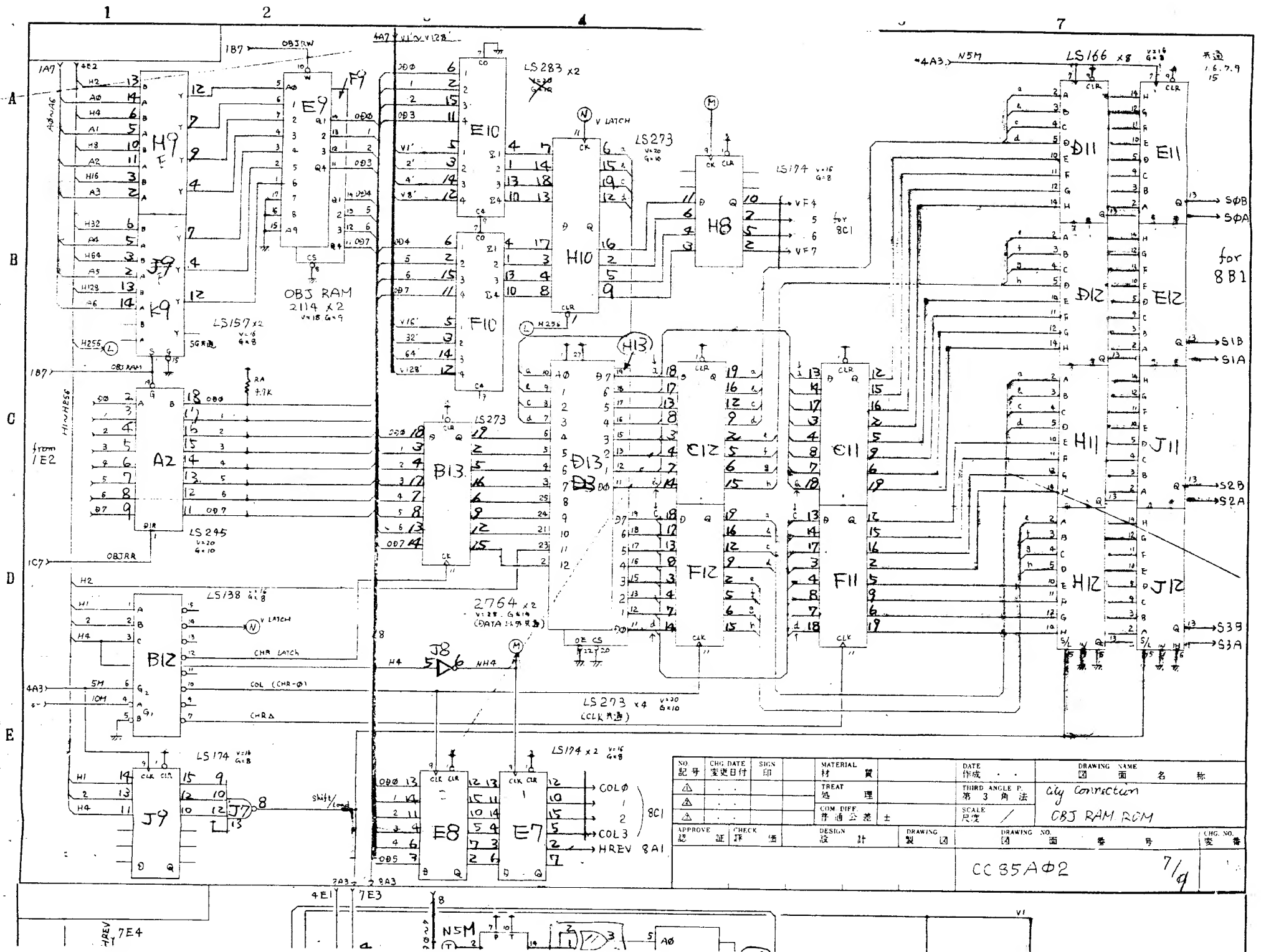


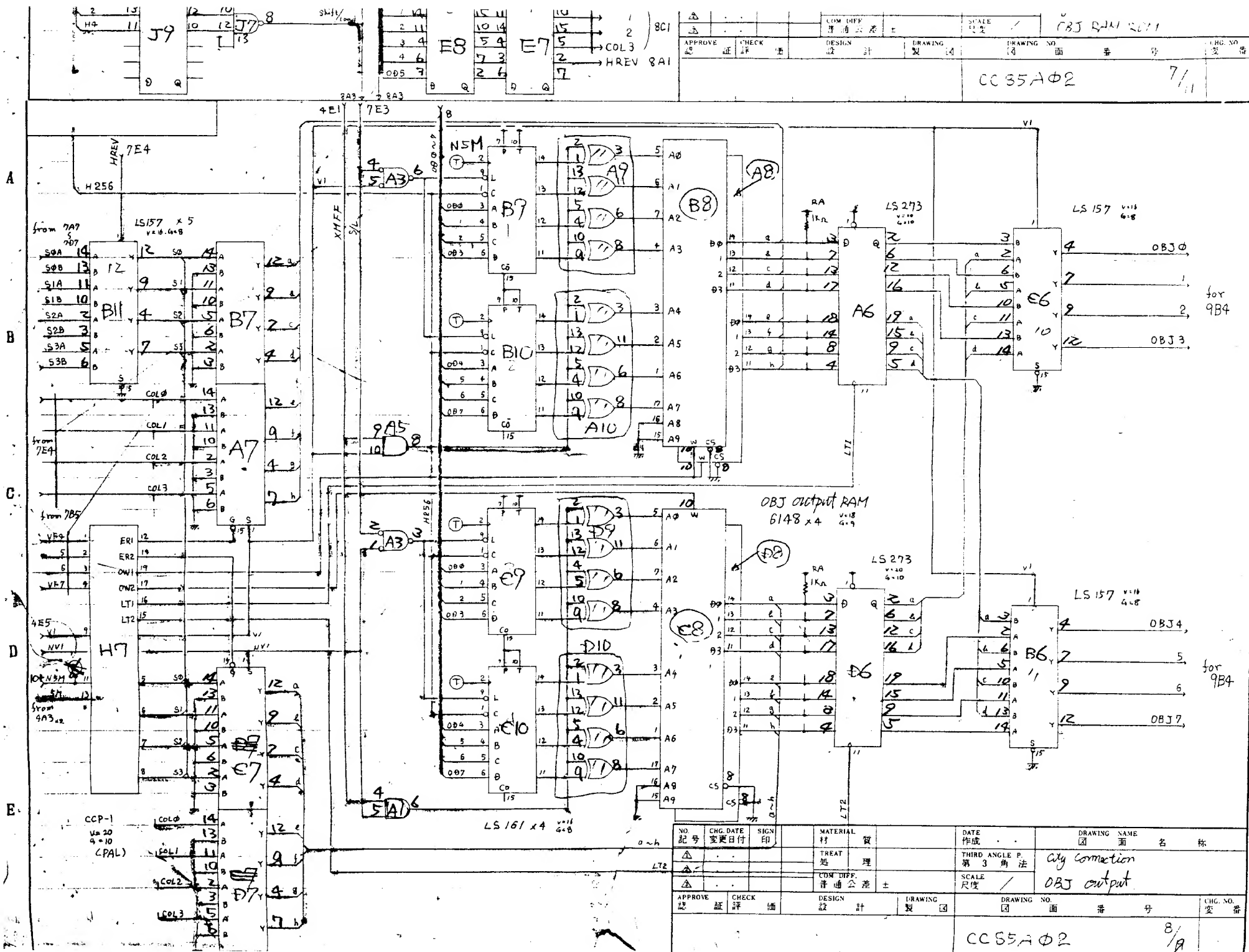
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|----------------|------------------|---------------|--------------------|---------------------------|-------------------------|
| NO 記号 | CHG DATE 変更日付 | SIGN 印 | MATERIAL 材 質 | DATE 作成 | DRAWING NAME 図 面 名 称 |
| △ | | | TREAT 処 理 | THIRD ANGLE P. 第 3 角 法 | Qty Connection |
| △ | | | COM DIFF 普通公差 ± | SCALE 尺 度 | Master clock H&V |
| APPROVE 認 証 | CHECK 証 評 | DESIGN 設 計 | DRAWING 製 図 | DRAWING NO. 図 面 番 号 | CHG. NO. 変 番 |

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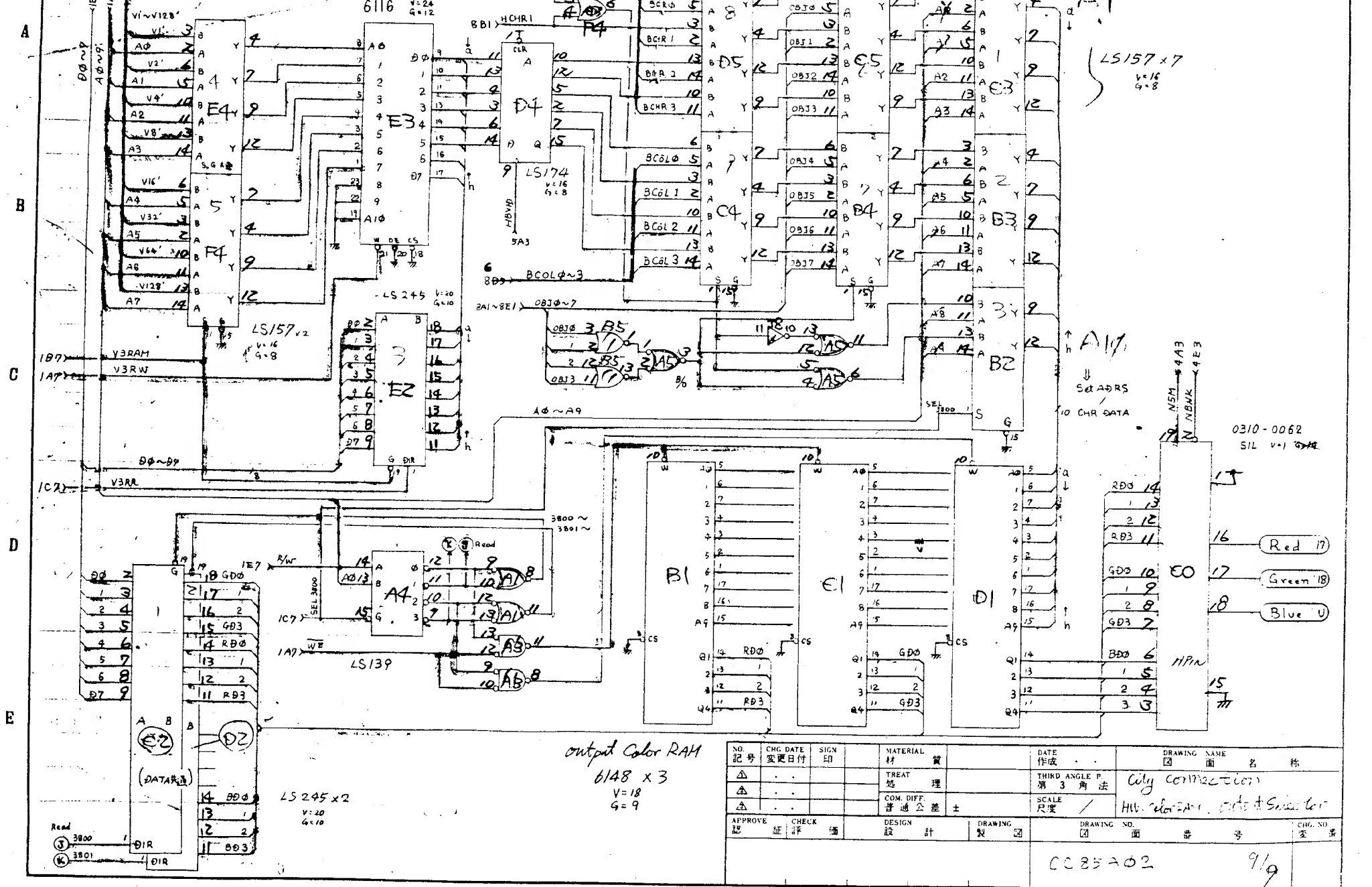
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|----------------|-------------------|---------------|----------------------|---------------------------|-------------------------|
| △ | | | TREAT 処 理 | THIRD ANGLE P. 第 3 角 法 | alg connection |
| △ | | | COM. DIFF. 普通公差 ± | SCALE 尺 寸 | High Way |
| APPROVE 認 証 | CHECK 評 価 | DESIGN 設 計 | DRAWING 製 図 | DRAWING NO. 図 面 番 号 | CHG. NO. 変 更 |
| | | | | CC 85A 02 | 5/9 |





1 2 3 4 5 6 7

《High Way Color RAM》



| NO. 記号 | CHG DATE 変更日付 | SIGN 印 | MATERIAL 材 質 | DATE 作成 | DRAWING NAME 図 面 名 称 |
|----------------|------------------|---------------|--------------------|---------------------------|-----------------------------------|
| △ | . | . | TREAT 処 理 | THIRD ANGLE P. 第 3 角 法 | City connection |
| △ | . | . | COM. DIFF. 普通公差 | SCALE 尺 度 | Hlv. color RAM, output + Switcher |
| △ | . | . | | | |
| APPROVE 認 証 | CHECK 評 価 | DESIGN 設 計 | DRAWING 製 図 | DRAWING NO. 図 面 番 号 | CHG. NO. 変 更 号 |
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